

NAUTICAL REMARKS
AND
OBSERVATIONS
FOR THE
CHART
OF THE
HARBOUR OF BOSTON.

Composed from different SURVEYS; but principally from that taken
in 1769,

BY

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NAUTICAL DIRECTIONS.

FROM the Entrance of Boston-Bay, between Cape-Ann Boston-Bay and Cape-Cod,* until you come within two Leagues of the Boston-Light-House, you shoal your Water from 35 to 19 Fathoms. The Soundings are irregular: On the Cape Ann-Shore, the Bottom is rocky; and fine White Sand towards Cape-Cod.

On the Days of the Full and Change of the Moon it is Tides.
High-Water off the Boston Light-House at Ten o'Clock—
It flows off the Town till a Quarter of an Hour past Eleven.

The Spring Tides rise 16 } Feet perpendicular
Neap Tides 12 }

The Variation at the Light-House is $7^{\circ} 40'$ West.

Coming from Sea in the Night, bring the Light-House to bear West, and steer for it; observing to incline your Course Southerly as you approach, in order to give a Birth of two Cables Lengths to the Light-House-Island. When you are abreast of the Light, shape your Course West until it bears from NNE to NE. Here, if not acquainted with the Harbour, you may Anchor till Day-Light.

To sail in
the Night
within the
Light-house
Anchorage.

* Cape Cod and Cape Ann bear, from each other, S S E. $\frac{1}{2}$ E. and N N W. $\frac{1}{2}$ W, by Compaſs; diſtant fourteen Leagues. From Cape Cod to Boston Light-House, the Courſe is W N W. ſixteen Leagues; and from Cape Ann, it is S W. eleven Leages.

To turn
within the
Light-house
Anchorage.

With the Wind between the SW, and the NW Quarters, a Ship may, in great Safety, turn up within the Light-House Anchorage, taking care *not to stand further Northward than to bring the Light-House to bear WSW; nor, further to the Southward, than WNW.*

To sail
through the
best Chan-
nel up to
Boston.

Sailing up to the Narrows, *keep the North Bluff of Hospital-Island a small Ship's Length open with the South Bluff of George's Island,* till you bring a remarkable Hummock on the Land (a little to the North Eastward of Boston) open with the East Point of Nick's-Mate-Island.†* Steer on these Marks as far up as Gallop Island; and thence, to avoid Nick's-Mate-Island and Lovell's-Island Shoals,‡ keep Mid-Channel until you have Spectacle-Island entirely open with Long-Island Head. Then shape your Course § between the

* With these Marks, you will sail West; thence, through the Narrows, your Course is N W $\frac{1}{4}$ N nearest.

† Taking care not to stand so far to the Westward, as to shut in the Hummock with Nick's-Mate, which would throw you on the Ledge extending Easterly from George's-Island. You may sail within Fifty Fathoms of the Beacon and the Black-Rock, and be in the best of the Channel.

‡ The SE Point of Gallop-Island, and the SW Point of Lovell's-Island, are steep too. When you are Half the Distance in your Way from them towards Nick's-Mate, keep one Half of the Houses on Point-Shirley shut in with Deer-Island, or the Eastmost Trees on Nantasket-Head, just open on the East side of George's-Island. Or a Grove of Trees on the Land over Point-Shirley one-third from the Eastward, shut in with Deer-Island. — Hawling around the Beacon in your Way through the Narrows, with little Wind, keep the Black-Rock on board with the Flood, lest the Tide, which streams with Rapidity, should carry you through the Channel between Gallop-Island and George's-Island; and, with the Ebb, give the Black-Rock a good Birth.

§ Which will be W $\frac{1}{4}$ N nearest, about three Miles.

North

North Point of Spectacle Island * and Castle William Island, till you bring the first and second Church Steeples (from the North End of Boston) so near together that you can but just see Day-Light between them.† When you are abreast of Castle William, open gradually the Northmost Steeple (which is the highest) to the Eastward of the other; in order that by the Time you get the Meeting-House on Point Shirley, and the two Trees on the SW End of Governor's Island in One, the two Steeples may be a small Ship's Length asunder.—Thence bend gradually your Course to the Westward until the Northmost Steeple is almost shut in on the East Side of the other, and Anchor at Pleasure off the Long Wharf, in four or five Fathoms, Clay Bottom.

Turning into Nantasket Road, when you come as high as the Beacon, you approach the Centurion Rock, and are abreast of the Quarter-Ledge. Stand no nearer to Nantasket Shore than to bring the *North of a remarkable Grove of Trees on the West Shore to touch the South Bluff of Hospital-Island*, nor nearer George's-Island than until the Dwelling-House upon Long-Island, is on with the SW low Point of George's-Island. When you have Nick's-Mate-Island shut in with George's-Island, you are to the Westward of all

To turn in-
to Nantaf-
ket-Road.

* Other Marks for sailing from Spectacle-Island to Boston.—*Keep a remarkable large Tree in Charles-Town, on with the outer Angle of the North-Battery, till you bring the House on Apple-Island, and the two Trees on the S. W. End of Governor's-Island in One.* Then open the West Side of that Tree a little with the outer Angle of the North-Battery. Run up thus till you open the Meeting-House on Point-Shirley, with the North-End of Governor's-Island. Then incline Westward, till you bring the two Northmost Steeples of Boston nearly in one. To be in the deepest Water, keep the Northmost Steeple just open to the Eastward of the other.

† With the Steeples as directed, the Course is N W $\frac{1}{4}$ W.

Dangers,

Best Anchorage.

Dangers, and may come within half a Cable of George's-Island and Nantasket-Shores, taking Care, with little Wind, that you are not hauled into Nantasket-Gutt. For the best Anchorage in the Road, and sheltered from every Wind; haul up, within the SW Point of George's-Island till you shut in the Light-House with it.

To turn from Nick's-Mate-Island to Castle-Island.

Turning from Nick's-Mate-Island to Castle-Island, you may approach the South Point of Deer-Island, which is bold to; and when above it, you may stand in towards Shirley-Point, till you bring the West Point of Middle-Brewster-Island on Deer-Island-Point. When you are one Third of the Way up to the Castle; standing over to the Northward take Care to keep the Northward Rocks of Calf-Island, a small Ship's Length open with Deer-Island-Point; and stand no further southerly than to have the highest Hummock of Great-Brewster-Island, on the North Side of Nick's-Mate-Island, till you bring the two Northermost Steeples so near together, that you can but just see Day-light between. In small Winds, be attentive lest the Tides, which run strong towards the Bay Southward of the Castle, should carry you along: Observe also to give a Birth to the Ledge covered at third Flood extending from Castle-Island near two Cables in a Direction towards Spectacle-Island.

Form Castle Island to Bird-Island.

Between the Castle and Bird-Island, the Channel is very narrow (in some Places not above one hundred Fathoms wide, with three Fathoms of Water), and, without a leading Wind, or being well acquainted, should not be attempted with large Ships.

From Bird-Island to Boston.

To turn from Bird-Island to Boston: When you have the Meeting-House on Point-Shirley open to the Northward of Governor's-Island, you may stand to the Westward until you bring

bring the two Northmost Steeples in one: When one Third of the Way up from Bird-Island, open the Northmost Steeple to the Westward of the other. You may stand so far to the Westward as to bring the Crane at the End of the Long-Wharf on with the third Steeple from the Northward, and no where have less than three Fathoms of Water.

BROAD-SOUND.

There are three Fathoms at Low-Water in Broad-Sound Channel; But this spacious Entrance into Boston Harbour is full of Shoal and sunken Rocks.

SHIRLEY-GUT.

Shirley-Gut, although it is very Narrow, affords a convenient Passage for small Vessels.

MARKS FOR THE ROCKS AND SHOALS IN SAILING INTO THE HARBOUR.

E. $\frac{1}{4}$ S. about three Miles from the Light-House, and in the fair Way coming into the Harbour, lays a small Fishing-Bank, on which are $4\frac{1}{2}$ Fathoms at Low-Water. The Marks for it are: *The SW Point of Green-Island just shut in with the NE Point of Outer-Brewster-Island; and a remarkable Tree near the NW End of Puttock-Island open with Nantasket-Head* §.

Cod-Bank.

§ See on the Chart A B and A C.

The HARDINGS are steep to. They lay SE three Miles from the Light-House: At Low-Water the largest Rock shews itself about 20 Feet long and 4 Feet high. It is surrounded

Hardings.

B

rounded

5

rounded by smaller blind Rocks, extending about 140 Fathoms on all Sides. The Marks for the largest are: *The SW Point of the Light-House-Island, and the Westmost Point of Great-Brewster-Island in one*; and *Nachant Rock, a small Ship's Length open with the SW End of the Graves †*.

† DE and
DF.

Alderton-
Shoal.

Alderton-Shoal extends in a Direction from the Bluff-Head of Point Alderton towards the East End of the Light-House-Island, one-third of the Distance over. *The North Part of a remarkable Grove of Trees on the West Land (well up in the Country) just shut in with the North-Bluff of Hospital-Island, is a long Mark for its outer End, on which there are three Fathoms at Low-Water.*

Light-
house-
Island-
shoal.

The Marks for the Light-House-Island-Shoal are: *The South-Bluff of George's-Island just touching the North-Bluff of Hospital-Island; and the Flagg-Staff with the West Corner of the Dwelling-House on the Light-House-Island in one.*

Centurion.

The SE Point of Great-Brewster-Island, and the Eastmost Tree on the East Point of Outer-Brewster-Island in one; and one Third of Nick's-Mate-Island shut in with the East Side of George's-Island, are the Marks for the Centurion-Rock, on which is 11 Feet at Low-Water, common Tides *.

* LN and
LM.

Quarter-
Ledge.

The Quarter-Ledge extends from Nantasket-Bluff 180 Fathoms in a Direction towards George's-Island. The Marks for it are: *The East Point of the Light-House-Island, and the East Point of Outer-Brewster-Island in one*; and *the East-Points of George's and Nick's-Mate-Island in one †*.

† ON and
OP.

George's-
Island-Flatt

The SW Point of Apple-Island just open with the NE Point of Nick's-Mate-Island, will lead you into the Narrows, clear of the

the Flatts, extending from the East Side of George's-Island, until you approach Nick's-Mate-Island, from which runs a small Spit of Stones.

The *East-Side of George's-Island, on with the Eastmost House of* Lovell's-Island-shoal. *Hull*, is a long Mark for the Shoal of Lovell's-Island: You are to the Southward of it when the North Point of Long-Island is open on the South Side of Nick's-Mate-Island: And when you open the North Side of Castle-Island, you are to the Northward of it.

The Lark, is a funken Rock, of about the Size of a large The Lark. Boat, on which are 15 Feet at Low-Water: It lays near the Edge of a Flatt, extending Eastward from Hospital-Island. The *East Point of Puttock-Island, and the West Point of Pumkin-Island just open; and Nick's-Mate-Island a little open to the North-End of Gallop-Island*, are the Marks for it *.

* Q R and Q S.

The *South Point of Deer-Island, a small Ships Length open* Middle-Ground. *with the Rocks on the North Point of Calf-Island*, will lead you clear of the South Side of the Middle-Ground. When you bring the SW and the NW Points of Spectacle-Island in One, you are to the Westward of it †.

† T U.

There are but there Feet of Water on the shoalest Part of Upper-Middle; stoney Bottom. *The House on Apple-Island, just shut in with the North Side of Governor's Island*, is the Mark for it's NW End.

Upper-Middle.